**PLAYER** _____

**CHARACTER** _____

**NATION** _____ **RACE** _____

**OCCUPATION**(S) _____

_____

# RETURN TO Jorune

## CHARACTERISTICS

| | | BONUS |
|---|---|---|
| | **INT** (Intelligence) | |
| | **WIL** (Will Power) | |
| | **PRE** (Presence) | |
| | **TEC** (Tech/Magic) | |
| | **REF** (Reflexes) | |
| | **DEX** (Dexterity) | |
| | **CON** (Contitution) | |
| | **STR** (Strength) | |
| | **BODY** | |
| | **MOVE** | |
| | **MORALE** | |

**SKETCH**

| DIFFICULTY | ROLL |
|---|---|
| Everyday | 14 |
| Competent | 18 |
| Heroic | 22 |
| Incredible | 26 |
| Legendary | 30 |

- **SD** = CON x 2
- **ED** = CON x 2
- **SPD** = REF / 2
- **REC** = STR + CON
- **END** = CON x 10
- **STUN** = BODY x 5
- **HITS** = BODY x 5
- **LUCK** = INT + REF
- **RES** = WIL x 3
- **CV** = REF / 3

- **RUN** = MOVE x 2
- **SPRINT** = MOVE x 3
- **SWIM** = MOVE x 1
- **LEAP** = MOVE x 1
- **ISHO MODIFIER**

**ISHO** ☐

**LIH-AL (COLOR)** _____

☐ **COLOR POINTS**

| WEAPONS / DYSHAS | ADV. | DMG | RANGE | ROF |
|---|---|---|---|---|
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## EVERYMAN

| | BASE | STAT | OP | ROLL |
|---|---|---|---|---|
| ATHLETICS | +2 | DEX | | |
| CONCENTRATION | +2 | WIL | | |
| DODGE DEX + 3 = ____ + Roll | | | | |
| EVADE | +2 | DEX | | |
| FIRST AID | +2 | INT | | |
| HAND TO HAND | +2 | DEX | | |
| LOCAL AREA | +2 | INT | | |
| Location: | | | | |
| PERCEPTION | +2 | INT | | |
| **PROFESSIONAL SKILL** | | | | |
| **FAMILY SKILL** | | | | |

| GENERAL SKILLS | STAT | OP | ROLL |
|---|---|---|---|
| ANIMAL HANDLING | PRE | | |
| ARITHMETIC | INT | | |
| BARGAIN | PRE | | |
| BIO-TEC (Basic) | TEC | | |
| BRIBE | PRE | | |
| BUREAUCRACY | INT | | |
| CONCEAL | TEC | | |
| CONTACT | PRE | | |
| CURRENT EVENTS | INT | | |
| EARTH-TEC (Basic) | TEC | | |
| FAST TALK | PRE | | |
| FAUNA RECOGNITION | INT | | |
| FLORA RECOGNITION | INT | | |
| GEOGRAPHY (Basic) | INT | | |
| GEOLOGY (Basic) | INT | | |
| HISTORY (Basic) | INT | | |
| INFORMATION SEARCH | INT | | |
| STEALTH | DEX | | |
| SURVIVAL | WIL | | |
| SWIM | DEX | | |
| TAILING | WIL | | |
| TRACKING | TEC | | |
| TRAVELER | INT | | |

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| SKILLS | STAT | OP | ROLL |
|---|---|---|---|
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| LOCATION | Roll | Effect | To Hit | ARMOR |
|---|---|---|---|---|
| **Head** | 3-5 | x2 | -6 | |
| **Hand** | 6 | x1/2 | -4 | |
| **Arm** | 7-8 | x1/2 | -3 | |
| **Shoulder** | 9 | 1 | -3 | |
| **Chest** | 10-11 | 1 | -1 | |
| **Stomach** | 12 | x1.5 | -5 | |
| **Vitals** | 13 | x1.5 | -6 | |
| **Thigh** | 14 | 1 | -2 | |
| **Leg** | 15-16 | x1/2 | -3 | |
| **Foot** | 17-18 | x1/2 | -4 | |

**ISHO**

**COLOR**

Current

**ISHO SKILL / DYSHA DETAIL**

**COLOR COSTS**

**Key Dysha -** Free. +3 to Throw. 2 to Throw.

**Easy Dysha -** 2 Color to buy. No penalty own Lih-al, -3 otherwise. 2 to Throw.

**Hard Dyshas -** 4 Color to buy penalty –3 w/your own Lih-al, -6 otherwise. 4 to Throw.

**Very Hard Dyshas -** 6 to buy. –4 w/your own Lih-al, -8 otherwise. 6 to Throw.

| *ISHO + COLOR = ROLL* | | LIH-AL | COLOR | ROLL |
|---|---|---|---|---|
| KERN | Base ISHO + 2 | n/a | | |
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**PERSONAL GEAR / MONEY / TRADE ITEMS**